"Match Ups"

Choose 2 game cards to mix decks of

- Card-based random turn order

♡ Life

Move

Ranged OR Melee ✗

Attack

Defense

Discard Action(s)

Enhancement

Special

- all fighters can play cards which do not show them, but only get the base Att/Def value, not the special powers

- each character will get to activate each ~~turn~~ round

Heroes & Squads — As in 'scape, only Heroes can have more'n one life

Cards: Attack, Defend, Versatile, Enhancement, Special

~~Life~~ Characters have Life, Move, R/M status, and one or more Discard Actions.

When a bro's turn comes up, he gets 2 actions - these can be spent to Move, Attack, play specials or enhancements, do a discard action, and more (depending upon the scenario).

* — Some actions carry momentum, meaning that they don't count ~~as actions~~ against your total.

Diff. 'Map' choices (w/'3D' elements) [ass. w/ cards]

@ ~~end~~ of your each turn, get back up or down to 7 cards (your hand size)

[draw 2 at each turn's down]